

CLAIMS

A listing of current claims replacing all prior versions is herein provided.

Claims 1 to 43 (previously cancelled)

Claim 44. (Currently amended)

A method of playing an electronic game comprising

the steps of:

- on a gaming terminal, receiving from a player a play request for play of an electronic game;
- communicating said play request to a server;
- receiving from said a server an encapsulated variable-size data structure in response to said play request, said encapsulated variable-size data structure having an outcome value;
- analysing the content of the encapsulated variable-size data structure, ~~therefore for~~ therefore identifying data representative of a play of a primary outcome, and if present data representative of a play of a secondary outcome,
- providing a play sequence in correlation with the data representative of the play of the primary outcome and of a primary outcome value; and
- if data representative of the play of a secondary outcome is present, providing a subsequent gameplay sequence for each secondary outcome each providing a secondary outcome value; and
- providing the sum of primary and secondary outcome values to the player, the primary and secondary outcome values summing up to the outcome value.

Claim 45. (Currently amended)

The method of claim 44, further comprising the

steps of:

- providing a game representation comprising a representation of a primary outcome value in relation with said play sequence provided for said primary outcome value;
- modifying the game representation between the representation of the primary outcome value and if any secondary outcome value, a the representation of the secondary outcome; and
- when any said secondary outcome value, providing the modified game representation in relation with said play sequence provided for said secondary outcome value.

Claim 46. (Previously presented)

A method of providing an electronic game to a

player comprising the steps of:

- on a gaming terminal,
 - receiving from the player a play request for play of an electronic game; and
 - communicating the play request to a server;
- on the server,
 - determining a primary outcome to provide in response to the play request,
 - evaluating the primary outcome against a trigger condition to establish a number of secondary outcomes to append to the primary outcome, wherein the number may be zero, or more;
 - for each one of the number of secondary outcomes to append, determining a secondary outcome;
 - encapsulating the data representative to the play of the determined primary outcome and of the number of determined secondary outcomes in a single variable-size data structure;and
 - communicating the encapsulated variable-size data structure to the gaming terminal;
- on the gaming terminal,
 - receiving from the server the encapsulated variable-size data structure in response to said play request;
 - analysing the content of the encapsulated variable-size data structure to establish the number of outcomes to provide to the player,
 - providing a play sequence in which the primary outcome and the secondary outcomes are provided in sequence;
 - providing the sum of primary and secondary outcome values to the player.